

Search

Search Results For: heap arena

Advanced Search

Results by Category

- Programming (14)

- C++ (3)

- Java (3)

- .NET (2)

More >

- Internet/ Online (8)

- .Net (2)

- Apache (1)

- HTTP (1)

More >

- Operating Systems (7)

- Windows (3)

- Windows 2000 (2)

- HP-UX (1)

More >

View All Categories >

Browse by Category

- Business

- Certification

- Computer Science

- Databases

- Desktop Publishing

- Desktop Applications

- E-Business

- E-Commerce

- Enterprise Computing

- Graphics

- Human-Computer Interaction

- Hardware

- Internet/Online

- IT Management

- Markup Languages

- Multimedia

- Networking

- Operating Systems

- Programming

- Security

- Software Engineering

View All Titles >

 (37 Results)

Sort By: Relevancy

20 Per Page

 Include previous editions with results

1-20 of 37 1 | 2 Next >

1.



Expert C Programming: Deep C Secrets
By: Peter van der Linden
Publisher: Prentice Hall
Pub. Date: 1994/06/14
Insert Date: 2002/10/11
Table of Contents

Section Title: The Data Segment and Heap

... Chapter 10. Where the Heap Lives Heap memory does not have to be returned in the same order in which it was acquired (it doesn't have to be returned at all), so unordered malloc/free's eventually cause heap fragmentation. The heap must keep track of...

2.



Buffer Overflow Attacks: Detect, Exploit, Prevent
By: James C. Foster
Publisher: Syngress
Pub. Date: 2005/02/01
Insert Date: 2005/07/28
Table of Contents

Section Title: Advanced Heap Corruption---Doug Lea malloc

... bytes. The whole heap is bounded from top by a wilderness chunk. In the beginning, this is the only chunk existing and malloc first makes allocated chunks by splitting the wilderness chunk. glibc 2.3 compared to dmalloc allows for many heaps arranged into several arenas—one arena for each thread...

[More Results From This Book](#)

3.



Advanced Windows Debugging
By: Mario Hewardt, Daniel Pravat
Publisher: Addison Wesley Professional
Pub. Date: 2007/10/29
Insert Date: 2007/10/17
Table of Contents

Section Title: Memory Leaks

```
0:001> !heap -flt s 0x1c
_HEAP @ 90000
_HEAP @ 190000
_HEAP @ 1a0000
_HEAP @ 30000
```

4.



Solaris™ Internals: Solaris 10 and OpenSolaris Kernel Architecture, Second Edition
By: Richard McDougall, Jim Mauro
Publisher: Prentice Hall
Pub. Date: 2006/07/10
Insert Date: 2006/08/13
Table of Contents

Section Title: The Vmem Allocator

```
int vmflag); /* VM_SLEEP or VM_NOSLEEP */
```

Creates a vmem arena called name whose initial span is [base, base + size). The arena's natural unit of currency is quantum, so vmem_alloc() guarantees quantum's aligned results. The arena may import new spans by invoking afunc on source, and may return

[More Results From This Book](#)

5.



Linux System Programming, 1st Edition
By: Robert Love
Publisher: O'Reilly Media, Inc.
Pub. Date:

Section Title: Anonymous Memory Mappings

... memory allocation algorithm than this simple buddy allocation scheme, called an arena algorithm. Generally, the heap is not shrunk after each free. Instead, glibc keeps freed memory around for a subsequent allocation. Only when the size of the heap is significantly larger than the amount of allocated memory does glibc...